

CLAIMS:

1. Computer graphics processor, having a forward mapping renderer, comprising:
 - a texture space rasterizer (TS) for rasterizing a primitive in texture space,
 - a color generating unit (PS) for determining the color of the output of the texture space rasterizer (TS) and for forwarding a color sample along with coordinates ,
 - a 2-pass screen space resampler (SSR1, SSR2) for resampling the color sample determined by the color generating unit (PS), and
 - at least one one-dimensional blur filter unit (1PB, 2PB) associated to at least one pass of said screen space resampler (SSR1, SSR2) for performing a one-dimensional blur filtering before performing said at least one pass.
2. Computer graphics processor according to claim 1, comprising a first and a second one-dimensional blur filter unit (1PB, 2PB), wherein said screen space resampler (SSR1, SSR2) comprise a first pass and a second pass screen space resampler (SSR1, SSR2), wherein said first blur filter unit (1PB) is arranged before said first pass screen space resampler (SSR1) and said second blur filter unit (2PB) is arranged before a second pass screen space resampler (SSR2).
3. Computer graphics processor according to claim 1 or 2, wherein said first and second blur filter units (1PB, 2PB) are one-dimensional blur filters having footprints with a size depending on a corresponding shear factor.
4. Computer graphics processor according to claim 3, wherein said rasterizer (TS) is adapted to determine said shear factor.
5. Computer graphics processor according to claim 1, further comprising:
 - a delay unit for storing a plurality of color samples to perform an averaging of overlapping color samples in order to determine blurred color samples.

6. Computer graphics processor according to claim 2 or 3, wherein
said first and second blur filter units (1PB, 2PB) are box low pass filter having
a footprint determined by the shear factor.
- 5
7. Computer graphics according to claim 2 or 3, wherein
said first and second blur filter units (1PB, 2PB) are low pass filter having a
weighted footprint.
- 10
8. Method of rendering images based on a forward mapping rendering,
comprising the steps of:
- rasterizing a primitive in texture space,
 - determining the color of the output of the rasterizing step and forwarding a
color sample along with coordinates ,
 - 15 - 2-pass screen space resampling the color sample determined in the color
generating step, and
 - performing at least one one-dimensional blur filtering before performing at
least one pass resampling.
- 20
9. Method according to claim 8, comprising the steps of:
a first and a second one-dimensional blur filtering,
wherein said resampling step comprise a first pass and a second pass screen space
resampling,
wherein said first blur filtering is performed before said first pass screen space resampling
25 and said second blur filtering is performed before a second pass screen space resampling.
10. Method according to claim 8 or 9, wherein
said first and second blur filtering is performed based on one-dimensional blur filters having
footprints with a size depending on a corresponding shear factor.
- 30
11. Method according to claim 10, wherein
said shear factor is determined in said rasterizing step.
12. Method according to claim 8, further comprising the step of:

storing a plurality of color samples to perform an averaging of overlapping color samples in order to determine blurred color samples.

13. Method according to claim 8 or 9, wherein
5 said first and second blur filtering is performed on the basis of box low pass filter having a footprint determined by the shear factor.
14. Method according to claim 8 or 9, wherein
10 said first and second blur filtering is performed on the basis of low pass filter having a weighted footprint.
15. Computer program product comprising program code means stored on a computer readable medium for performing a method according to any one of claims 8 to 14 when said program is run on a computer.